

Animation

The B. A. in Animation offers students the opportunity to learn core principles and techniques focusing on storytelling, acting, movement, drawing and expression through traditional and digital forms. The student will undertake an intensive course of study including character animation, experimental concepts, fine art techniques and commercial applications building a strong, diverse foundation to draw from when embarking upon an eventual area of concentration.

Student Learning Outcomes

Successful graduates of the program will:

- Become a classically trained animator with fundamental, artistic and technical proficiency in 2D animation with optional course tracks in 3D and experimental production
- Be a proficient visual storyteller with an in depth understanding of concept art, storyboards and screenplays
- Acquire a broad set of skills in aesthetics, style and acting
- Possess honed drafting skills through still life, figure and anatomy study
- Gain proficiency in critically accessing animation work through an understanding of historical processes and how they relate to current practices
- Acquire the ability to collaborate, and on occasions, lead fellow colleagues on a production
- Graduate with a reel and portfolio demonstrating both their animation skills and artistic disciplines

Portfolio Review Course Requirements

ANIM 1000 Animation I
ANIM 1010 Animation II
ANIM 2000 Advanced Animation

Petition to Proceed with Senior Overview

Majors who are not taking an internship (MEDC 4950) must submit for review and approval with a Petition to Proceed with Senior Overview. This petition must include a comprehensive statement of intent for completing an animated short. Students will qualify for this review after completion of the following courses or their equivalents, acceptance into the major through portfolio review and senior status:

ANIM 3020 Story Development
ANIM 4010 Character Design
ANIM 4020 Storyboarding

Degree Requirements

63 required hours
36 general education hours
29 elective hours

Required Courses

ANIM 1000 Animation I 3 hours
EPMD 1000 Introduction to Media Production 3 hours
ANIM 1010 Animation II 3 hours
MEDC 1010 Introduction to Mass Communications 3 hours
MEDC 1050 Introduction to Media Writing 3 hours
ART 1110 Introduction to Drawing 3 hours
ANIM 2000 Advanced Animation 3 hours
FLST 2070 History of Animation 3 hours
MEDC 2200 Ethics in the Media 3 hours
MEDC 2800 Cultural Diversity in the Media 3 hours
ANIM 3010 Voicing Your Creation 3 hours
ANIM 3020 Story Development 3 hours
ANIM 4010 Character Design 3 hours
ANIM 4020 Storyboarding 3 hours
MEDC 4100 The Law and the Media 3 hours
ANIM 4620 Senior Overview* or
MEDC 4950 Professional Practicum 3 hours
*Capstone Course

A minimum of 15 credits must be chosen from the following:

ANIM 2010 Experimental Animation 3 hours
ANIM 2030 Introduction to 3D Animation 3 hours
ANIM 3030 Visual Storytelling 3 hours
ANIM 3040 Comic Book Creation 3 hours
ANIM 3200 Intermediate 3D Animation 3 hours
ANIM 4200 Advanced 3D Animation 3 hours
ANIM 4700 Professional Development in Animation 3 hours
ART 1120 Principles of Drawing 3 hours
ART 2110 Figure Drawing 3 hours
ART 2120 Intermediate Drawing 3 hours
SCPT 3500 Writing Screenplays For Film 3 hours

Required Courses

ANIM 1000 Animation I (3)

Students learn the basic elements of animation, with emphasis on traditional processes, techniques, and styles employed in creating the illusion of movement on motion media. This is a drawing heavy course that will focus on the principles of animation.

EPMD 1000 Introduction to Media Production (3)

Beginning students of all communications disciplines learn a certain level of media production literacy. EPMD 1000 incorporates a combination of applied media aesthetics, theory and hands-on production experience in photography, filmmaking, audio and video production. As a core class, EPMD 1000 is a preparation for subsequent theory and production courses in the School of Communications.

ANIM 1010 Animation II (3)

Students further expand upon the foundation built in Animation I by learning the basics of syncing audio and creating soundtracks for animation. Animation principles will be reviewed and honed. This is a drawing heavy course that will combine theory, lectures and hands-on experience. Prerequisite: ANIM 1000 and ART 1110.

MEDC 1010 Introduction to Mass Communications (3)

Students learn the history, development, and impact of the mass media, including print, photography, film, radio, and television and digital media. The course focuses on communication theories and research, media systems, structure and ethics, the relationship between the media and society, and future directions in media communications.

MEDC 1050 Introduction to Media Writing (3)

Students learn the basics of media writing formats, the style, structure, and techniques involved in print journalism, scriptwriting, advertising, public relations writing, critical writing, and writing for interactive media.

ART 1110 Introduction to Drawing (3)

Gears compositional exercises and structural processes to form-making. Personal development emerges through subject sources, the figure, and out-

of-studio projects. Various materials and routines are employed.

ART 1120 Principles of Drawing (3)

Presents drawing problems that allow the student to explore line, form, and subject matter concepts in producing visual imagery. Stresses production of unusual compositions, involving the use of line, mass, and volume, and the application of a broad selection of drawing media. Prerequisites: ART 1110. Students without portfolio admission to the department with permission of the chair.

ANIM 2000 Advanced Animation (3)

Students learn full animation production for creating an animated short. Advanced exercises in movement and expression will be explored. This is a drawing heavy course that will combine theory, lectures and hands-on experience. Prerequisite: ANIM 1010 and ART 1110.

ANIM 2010 Experimental Animation (3) lab fee \$60

Students learn the potential of animation as a fine art medium. Experimentation is encouraged, utilizing a wide range of techniques towards producing individual and group projects. Current and past works are screened and discussed in class.

ANIM 2030 Introduction to 3-D Animation (3)

Students apply and incorporate the principles and techniques of animation in a comprehensive exploration of current 3-D software applications. Students learn how to integrate 3D animation into storytelling contexts and practical applications. Prerequisites: ANIM 1010 and ART 1110, OR permission of the instructor.

FLST 2070 History of Animation (3)

Students learn the aesthetics and technical elements of animation as well as its development into a popular form of art and entertainment. This class reviews the work of a wide range of animation genres.

ART 2110 Figure Drawing (3)

Extends compositional initiative through the figure and a variety of source material. Prerequisites: ART 1120. Students without portfolio admission to the department with permission of the chair.

ART 2120 Intermediate Drawing (3)

Includes individualized instruction in a variety of situations and problems, with emphasis on individual growth and achievement. Prerequisites: ART 2110. Students without portfolio admission to the department with permission of the chair.

MEDC 2200 Ethics in the Media (3)

Students learn the ethical considerations applied to journalism, broadcast journalism, photography, audio, film, video, interactive digital media, the internet, public relations, and advertising. Students learn to analyze the ethical dilemmas facing media professionals. Prerequisite: MEDC 1010.

MEDC 2800 Cultural Diversity in the Media (3)

Students learn how media portray images, messages, and impact regarding race, gender, class, and sexual orientation, and how groups that are marginalized in the media affect the economics and history of the industry. Students investigate the multiple ways that they have learned about cultural diversity through personal reflection, formal education, and the media.

ANIM 3010 Voicing Your Creation (3)

Students learn the art of the voiceover for animation with an in depth exploration of acting techniques and delivery. Additionally students create and work with sound effects and soundtracks and how they relate to motion, timing, performance and the composition as a whole. This class reviews the work of a wide range of voice talents and composers within several different genres. Prerequisites: ANIM 2000, OR permission of the instructor.

ANIM 3020 Story Development (3)

Students create both short form and long form stories designed for animation. Understanding story development, expression of story into storyboards, and the successful collaboration among the variety of disciplines to create an engaging animation are important elements of this class. Prerequisites: ANIM 2000 OR permission of the instructor.

ANIM 3030 Visual Storytelling (3)

The expression of stories, compositional psychology and film theory and practice are covered in this class. Students analyze past examples of the language of filmmaking and apply them to the art of the storyboard: ART 1110 and ANIM 3020, OR permission of the instructor.

ANIM 4010 Character Design (3)

Students explore an in depth study of the character in multiple styles, genres and eras, bringing to life known as well as original characters onto model sheets for critique and discussion. These studies will factor in costuming, period research and artistic skills. Prerequisites: ART 2010, OR permission of the instructor.

ANIM 4020 Storyboarding (3)

Scene blocking, visual character development, and an overall aesthetic to the animation applied in this class. Students apply the unique art of creating detailed storyboards for animation, including their importance in collaborating with the director, computer animators, sound designers, and talent in producing a successful animation. Prerequisite: ART 1110, ANIM 3030, OR permission of the instructor.

MEDC 4100 The Law and the Media (3)

Students learn the specifics of First Amendment freedoms and the laws that restrict or regulate the flow of information in American society, libel and privacy torts, information access problems, shield laws, broadcast regulation, copyright laws, and constraints on political communication and advertising. Junior or senior standing is advised.

ANIM 4620 Senior Overview (3)

This course provides an opportunity for seniors to demonstrate their proficiency in a selected area of animation. The student assumes responsibility for the production of a project under the direction of a faculty member. The projects can be collaborative and must demonstrate creative strategies using 2-D or 3-D animation. Prerequisites: senior standing, acceptance of the petition to proceed with senior overview, AND permission of the instructor.

ANIM 3040 Comic Book Creation (3)

Students learn a step-by step introduction to comic book publication. This course will address the basics of concept development, storytelling, cartooning, penciling, inking, color, layout, publishing and distribution within the comic book industry. Prerequisites: ART 1110 OR permission of the instructor. May be repeated if content varies.

ANIM 4700 Professional Development in Animation (3)

Students are guided through the process of building a portfolio online. A demo reel will also be compiled upon completion of the class. Interview strategies,

hiring trends and networking will be discussed. Current work will be compiled, tweaked and polished. Prerequisites: junior standing.

ANIM 3200 Intermediate 3D Animation (3)

This class continues the subject matter introduced in ANIM 2030. Students will be exposed to the more advanced tools and techniques used in 3D animation production for Film, Video, and Games. Prerequisites: ANIM 2030

ANIM 4200 Advanced 3D Animation (3)

This class expands upon the advanced tools and techniques introduced in ANIM 3200. Prerequisites: ANIM 3200

SCPT 3500 Writing Screenplays for Film (3)

Students learn the essential elements of a successful script for a feature film, including how to structure an effective narrative, how to create engaging characters, how to develop and maintain suspense and tension, and how to engage an audience's emotional response. Students will write a finished script for the first act of a feature film. Prerequisite: SCPT 2900 or for film majors only, FILM 2320.